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**ZELDA
BLAG FEST**

p16



16 PAGES

The Legend of Zelda

RPG gaming gold busted open on your GB Color



**SPECIAL COLLECTORS'
EDITION MINI MAG**



Game Boy Reviews

✓ We promise every game has been tested by our expert players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

- 0-44** Real rubbish
- 45-64** Still not worth playing
- 65-79** Nothing too special
- 80-89** Pretty good, but not exactly great
- 90-100** Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



GAME BOY COLOR

Legend of Zelda
Oracle of Seasons **p2**

Legend of Zelda
Oracle of Ages **p6**

Game Info

By: **Nintendo**

Price: **£24.99**

Release: **Out Now**

GAME BOY COLOR

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The Legend Oracle of

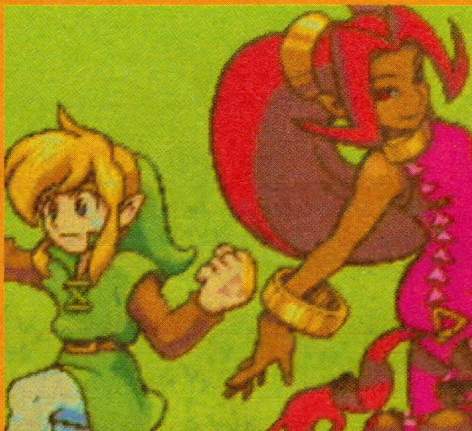
A hero in our midst

Oracle of Seasons begins with Link appearing in a strange land, called Holodrum, where he is tended by Din, a kindly local girl he meets at a forest party.

But all is not as it seems as Onox, the evil General of Darkness, arrives in a whirlwind and kidnaps helpless Din, imprisoning her in the mystical Temple of Seasons.

Link then learns that Din is actually the Oracle of Seasons, and that by imprisoning her, Onox hopes to muddle up the seasons and end life as we know it.

Link is recognised as the only hero capable of stopping Onox and rescuing Din, but he's going to need all the help he can get in this mammoth GB Color RPG quest.



▲ That dastardly Onox has captured Din, the Oracle of Seasons. But which brave warrior has the strength to rescue the damsel? It's you!

◀ All is calm and peaceful as you dance with Din down in the forest, but there are evil forces lurking in the shadows just around the corner.



of Zelda Seasons

Proving once and for all that Nintendo love their public, they are releasing two brand new Zelda adventures at the same time. First up, the legend continues with Oracle of Seasons.



LOOKS Classic Zelda GBC graphics and an excellent level of detail really draws you into the world of Holodrum.

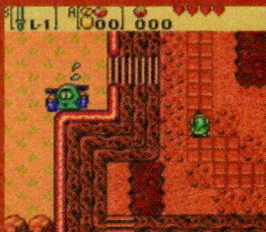
The Rod of Seasons

If you want to complete this mammoth RPG then there's one very important skill that you'll have to learn very early on, and that's how to control the seasons.

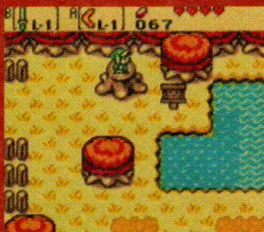
By finding the magical Rod of Seasons, Link can learn an invaluable skill and change the climate at a stroke.

To use the Rod of Seasons you will notice a number of tree stumps. In order to change the time of year, Link must leap onto the stumps and whirl the magical rod around his head.

Certain areas only become accessible at a particular time of year, so you must find those stumps. For example, by changing the season to winter Link can skate across water to reach new ground.



▲ The Rod of Seasons is the key to the game. Find it in the strange underground world of Subrosia and use it to alter the weather above.



▲ If you want to change the season, then you'll have to find a tree stump and cast the Rod of Seasons for all you're worth.



▲ And voila, Holodrum will be covered in a blanket of snow. Now you can dust off your ice skates and skim across the frozen lakes to new areas.

Are you local?

As with most RPGs, it is helpful to speak to anybody you can find to learn as much information as possible, and dig up a few clues to help you save Din from General Onox.

Where this game differs from most adventures is that nearly all of the people that you speak to have something useful to say, rather than just wittering on about nothing in particular.

Even in the game's early stages in Horon Town, it's possible to learn information from the locals and to make some encouraging progress to track down Onox right from the word go.

If you ever find yourself stuck or lost, there's usually a helpful villager to point you in the right direction or help you to retrace your steps if you find yourself stuck out in the wilderness.



▲ These villagers aren't wasters. They really are extremely helpful locals.
► The shop is always the best place to go when you've got some money.



Season hunter

The Rod of Seasons is essential to progressing through the game but, like most things in Zelda titles, you'll have to work hard to realise its full power.

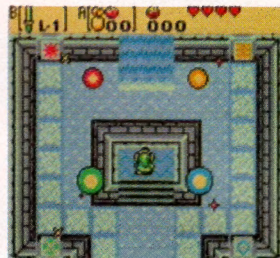
The Rod is hidden in the sunken ruins of the Temple of Seasons that lies underground in the strange world of Subrosia.

Once you enter the temple, voices cry out to you, telling you about the Rod. They ask you to find them, so they may help you out.

Once you find it, the mysterious Season Spirits tell you to find them. Only by locating each Spirit in one of the four towers can you unleash the potential of the Rod.

► The first of the Spirits, Winter, is easy to find. It's right next door to the Rod itself, but you'll have to look harder for the other three.

▼ The Temple of Seasons hides many secrets, but it's been buried deep underground. You'd better find a hidden entrance if you want to get anywhere in this classic game.



▲ These four Season Spirits possess the power to alter the climate. But they're scattered far and wide.



SOUNDS A wide variety of stunning music sets a perfect atmosphere for each Holodrum area. There are few sound effects, but the ones used are very good.

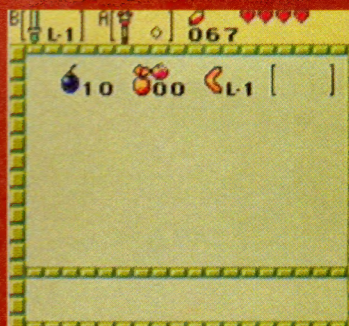
Bag of tricks

Link may only be small, but he's able to carry a very large bag of handy items to help in his giant quest.

The item screens are very easy to navigate, and Link can assign items and weapons to the A and B buttons.

Your belongings can be accessed at any time, except during cut scenes, and it's easy to pause mid battle while you swap between weapons to give you an advantage.

The items you collect remain useful throughout the entire game, so remembering what each item does is essential to completing the tricky tasks that await.



▲ The inventory screens are well laid out and easy to move around. Link must be strong to be able to carry this lot.
► The Sword and Boomerang are two important items to have in your hands.

Perfect puzzles

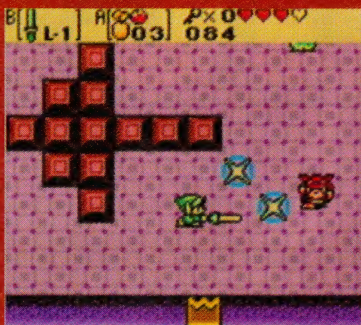
The number and variety of puzzles in *Oracle of Seasons* is quite staggering and they will have you playing for hours.

Most of the puzzles rely on pushing, pulling and picking up objects, finding keys and defeating scores of tough enemies.

But there are some occasions when your reflexes and timing will be tested, like in the dance competition in Subrosia.

Here, you must join in and copy the locals' moves. By doing this you will win the competition and receive the cool Boomerang.

► *Oracle of Seasons* contains the obligatory puzzles where you must push and pull blocks.



▲ Some doors won't open until you defeat all of the enemies in a room. Better draw that sword and be prepared to get slicing and dicing.



▲ The Subrosian Dance Hall competition provides excellent entertainment. But you'll have to be serious if you want to get that Boomerang.



Boss battles

The bosses in *Oracle of Seasons* are fantastic. Each has their own style and character, so fighting them never becomes dull or repetitive.

The key to defeating the bosses is to find their weak points, so be prepared to die a few times before you learn the secret to defeating some of the harder bosses.

If you want a handy hint, it's useful to try and find an owl statue. Keep your eyes peeled as they usually sit near important or difficult areas of the game.

Throw a Mystery Seed at them and they'll come to life and give you some useful advice on how to negotiate the puzzle. The wise owls know everything about the world of Holodrum, so listen carefully to them.



▲ The bosses are varied. Some can be dead easy to kill while others provide a much stiffer challenge that only the best gamers can beat.



▲ The owl statues won't reveal their secret unless you throw a Mystery Seed at them. They can give out some pretty useful advice.

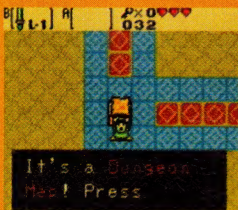
Dungeon quest

The real action takes place in a number of increasingly difficult dungeons.

Each dungeon contains a sub boss and a main boss, and you must defeat both enemies in order to unlock the eight essences that are essential to rescuing Din.

By carefully hunting through each room, you will find chests that contain the *Dungeon Map* and *Compass*. These are very useful as they allow you to see where you need to explore next.

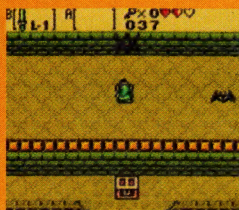
You must also be on the look out for crumbling walls or floor panels, as these can be blown up using bombs to reveal secret areas... and the possibility of extra goodies.



▲ The map comes in handy if you need to find out which rooms you've not investigated.



▲ These sub bosses are very easy to kill. A few sword swipes and they should be history.



▲ Crumbling walls can usually be blown up with your bombs, opening up a whole new area.

► When you get a new item, it's important that you learn what it does as it will remain useful to you throughout the entire adventure.



GAME LENGTH ► Prepare yourself for a long journey, adventurers. *Oracle of Seasons* provides a real challenge for those of you brave enough to accept it.

GAME SCORE

Nintendo

OFFICIAL MAGAZINE

Oracle of Seasons is not to be taken lightly. It's a huge game with some really tough puzzles, but it's so well put together that every minute of playing time is a sheer joy. This is an essential purchase. **SCORE 95%**

The Legend of Zelda Oracle of Ages

Game Info

By: **Nintendo**

Price: **£24.99**

Release: **Out Now**

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The second installment in this double whammy of Zelda loveliness sees our diminutive hero controlling time. Have you had enough yet?

Time travelling Link

In Oracle of Ages, Link finds himself in a strange, dark world called Labrynnia where he is tricked by the evil Veran into getting close to Nayru, who isn't what she seems.

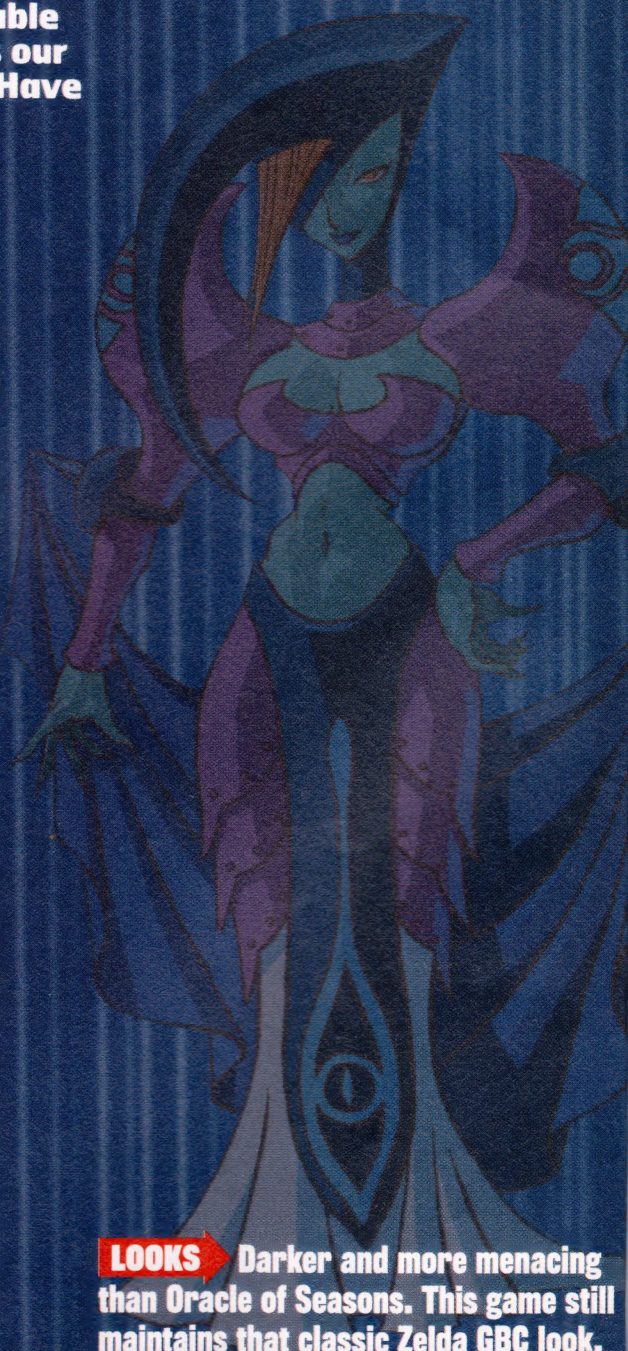
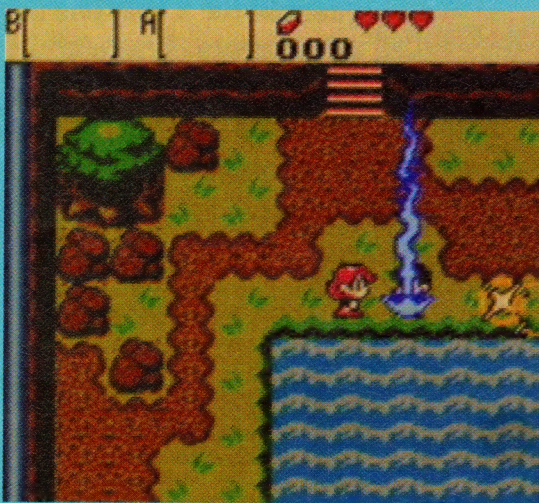
Nayru is actually the Oracle of Ages, who has the power to control time. But the sinister Veran has possessed Nayru's body and is using her powers to travel back and forth through time.

In the distant past, Veran orders her subjects to begin work on a huge tower that will eventually block out all light from the sun and plunge the world into complete darkness.

Link must travel back and forth in time to thwart Veran's dastardly plan and rescue Nayru from her terrible curse.



◀ Oh no, you've been tricked. Veran has managed to sneak into the village and kidnap Nayru. What are you going to do?
▼ Now that Veran has the awesome power of the Oracle of Ages, she can manipulate time and throw the world into chaos.



LOOKS → Darker and more menacing than Oracle of Seasons. This game still maintains that classic Zelda GBC look.

of Zelda e of Ages



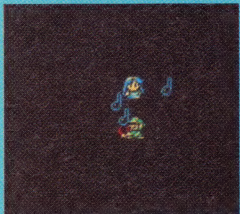
Name that tune

The key to moving successfully around the world of Labrynna and find Veran is to learn new tunes that can be played on the Harp of Ages.

When you first acquire the harp, you will be taught the Tune of Echoes. This haunting piece of music opens a time portal between the present and the past.

To open these portals, you'll need to locate an appropriate place to play your tune. Find grey areas of dirt, play the harp and you'll unlock a swirling time portal.

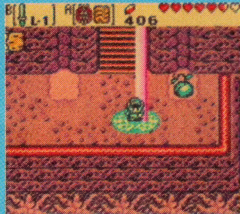
Later on in the game, you will be able to learn new tunes that will allow you to travel through time and gain access to uncharted areas of Labrynna.



▲ The Tune of Echoes is the first melody that you will learn. Now you can travel back and forth through time.



▲ You'll need to find these swirly portals if you want to be a time traveller. Play the harp near them to open up a portal.



▲ As you progress through the game, you'll learn more tunes. These will enable you to harness even more magical powers.

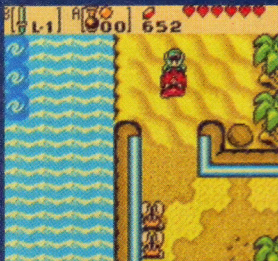
Crescent Island

Like Subrosia in Oracle of Seasons, Ages has its very own strange race of alien beings that you must befriend to help you in your quest.

After your raft gets caught in a storm you will be washed up on Crescent Island and after you wake up you'll find that you are surrounded by Tokay lizards.

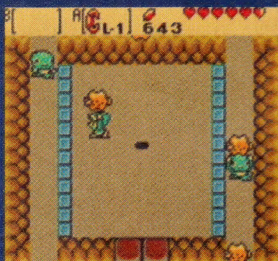
These dastardly island dwellers steal all of your precious items and disappear leaving it up to you to find them or bargain with the Tokay to get your stuff back.

You'd better have plenty of Rupees in your pockets too, because there's a game that you have to play on Crescent Island that's anything but easy.



◀ Those crazy Tokays have stolen all of your items, and they won't give them back easily. Better get hunting.

▼ This opportunist lizard says that these items are his. You'll just have to do some clever bargaining to them back.



◀ This game costs 20 Rupees a go, so make sure you have loads of cash because it's far from easy.

I'm like a bird

The Harp of Ages isn't the only important item that you'll need to find in Ages. Another vital piece of equipment is Roc's Feather.

When equipped, this clever blue feather allows Link to jump, instantly opening up new areas and gives you more room for adventure.

The jump feature also adds a new dimension to the side scrolling platform elements of the game, allowing Link to leap on top of the Thwomps and reach higher platforms.

Back in the outside world, Roc's Feather will allow you to leap over nasty looking gaps. This skill is particularly good for avoiding watery obstacles that stand in your way.



▲ When on the normal game screen, Roc's Feather gives you the power to jump clean across gaps.

The harp

This is the device that allows you to travel through time. Playing the harp in a particular area will open a portal that links the past with the present.

You'd better get used to time travelling because you'll be doing a lot of it if you want to complete this gigantic GBC game.

Certain areas are inaccessible in the future, but are easy to get to in the past, and vice versa. To lend a hand, there are plenty of clues to remind you where you should be.

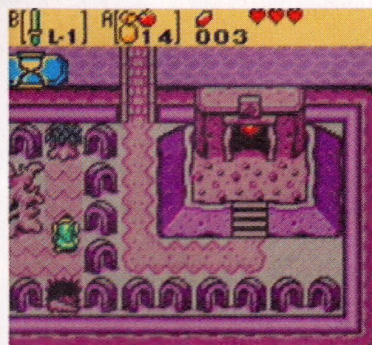
As you progress through the game, you'll learn new tunes for your Harp which will allow you to teleport to new areas on the map.



▲ The Harp of Ages is the key to the game. You'll need this instrument to be able to move backwards and forwards in time.



▲ Welcome to the past. It all looks a bit different doesn't it? Still, at least the locals speak the same language, so that should help you out.



▲ Yoll Graveyard contains the bodies of important people. Talk to them in the past and then jump to the future to uncover their hidden secrets.

SOUNDS The music and sound effects are similar to those in the Oracle of Seasons. Chances are if you liked that music, you'll like these tunes, too.

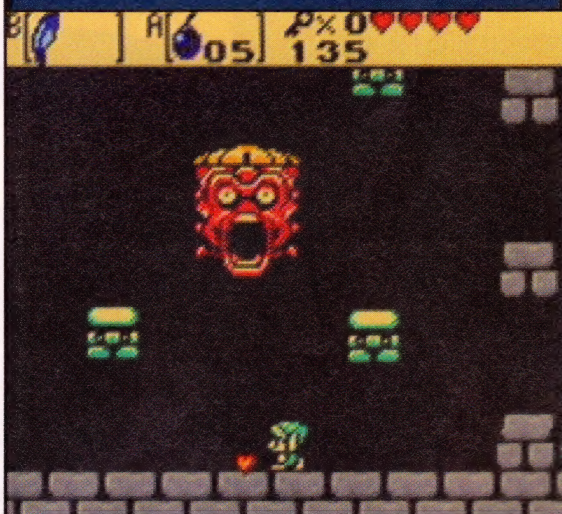
Don't be bossy

Just like in *Seasons*, the main action takes place down in the dungeons and the bosses are just as varied and vicious.

Bosses require a different strategy to defeat them. Most of the sub bosses can just be thrashed with Link's mighty wooden sword.

The main level bosses require you to be a bit more cunning. Make sure you've got your Zelda thinking cap on when you meet these bad guys or you could find yourself back at the dungeon entrance.

Luckily, you can save the game really easily, either after you die or before you enter the boss rooms, so make sure you do. The Labrynna boss fights require all the cunning skills you can muster.



▲ The bosses in the *Oracle of Ages* are pretty mean looking. This Thwomp boss looks really angry, but a few bombs should do the trick.



▲ This crazy bird has got it in for poor Link. Watch where it decides to land and avoid the gaping holes or you'll have to start all over again.



▲ Even the sub bosses are tough, but thankfully Link's got the power of his wooden sword in his hand. Go get 'em little heroic buddy.

Ring me

A big part of both the games is the collection and appraisal of magic rings that are found all over Labrynna.

A ring's power cannot be used unless the ring has been appraised in the village by Vasu the jeweller. Once you've found your first ring, you can have it appraised for free by this expert.

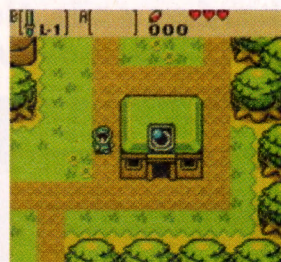
But for each extra ring you find, you'll have to pay to find out what it does. It's well worth doing, because the rings can give you some great powers, but only if you search long and hard first.

The first ring you get does nothing except look pretty, but some of the later rings can give you fantastic fighting powers, like doubling or even tripling your sword damage against enemies.

With so many dungeon bosses to encounter before you reach Veran, you are going to need all the help you can get.



▲ The rings open up new powers for Link. You'll find them littered about the game, so keep them safe and go and find Vasu the village jeweller.



▲ The ring appraiser, Vasu, will look at your find and tell you its power. But he doesn't come cheap. It's 20 Rupees every time you want a ring appraised.



▲ The first ring doesn't help much. You'll just have to hunt harder to find some more powerful rings.

Added extras

Some of the best elements of these two *Zelda* games come when you add a Link Cable.

Special items and secrets can be unlocked on one cart and then used on the other to start your game in different positions and with even more varied consequences.

And if you own a Game Boy Advance, there are yet more extras for you to enjoy. Slot this cart into the GB Advance and you can uncover even more new secrets.

We're confident that these games are big enough to last even the most hardcore of gamers as there is so much going on. Prepare to be amazed, Nintendo fans.



▲ By linking up two Game Boy Colors, you can unlock extra secrets to use in these amazing titles. Now that's what we call value for money!



▲ Playing the game on a Game Boy Advance won't improve the graphics, but it will allow you to get hold of some juicy hidden extras.

GAME LENGTH → A truly mammoth adventure. Slightly harder than *Seasons*, but no worse for it. This could be in your GBC for a long time.

GAME SCORE

Nintendo
OFFICIAL MAGAZINE

Oracle of Ages uses the same engine as *Seasons*, but the puzzles are more testing and the atmosphere is darker. It's up to you which one you play first, but which ever way, you won't be disappointed.

SCORE 95%

Legend of Ze

Oracle of Ages & Seasons

As always, both of these Zelda quests are as hard as nails. Here are the solutions to some of the questions we've already received!

Contents

Links quest

- ✓ Tough bosses beaten
- ✓ Puzzles solved
- ✓ Hidden items
- ✓ Battle tips
- ✓ Secrets unlocked

Past Links

- Issue 107 Seasons Big Game
- Issue 108 Ages Big Game
- Issue 110 Ages / Seasons Reviews

WE SAID "Link's done it again! RPG heroes come and go, but Link shows no signs of age."

Boss battles

There are eight dungeons in both Oracle of Ages and Oracle of Seasons, with a boss at the end of each dungeon.

Beating them is easier said than done as it takes more than a swipe of Link's sword to put these guys out of action.

Each and every boss has their own weak spots and it's up to you to find them, so get your thinking cap on and weapons at the ready!

Q I'm playing Oracle of Seasons and I can't beat the boss in the Dancing Dragon Dungeon. What weapon do I use to damage him?

A You have to weaken this meany bit by bit. First you should use your sword to slice off his razor sharp claws. He won't be using those anymore! The boss will now start to open his eye, so whip out your slingshot and shoot his eye a few times. Defeat this dungeon boss and the fourth essence will be yours adventurer!

Q I've managed to work my way through the Mermaid's Cave in Oracle of Ages, but now I'm stumped on the final battle. I can hit the boss, but I always die before he does. Help!

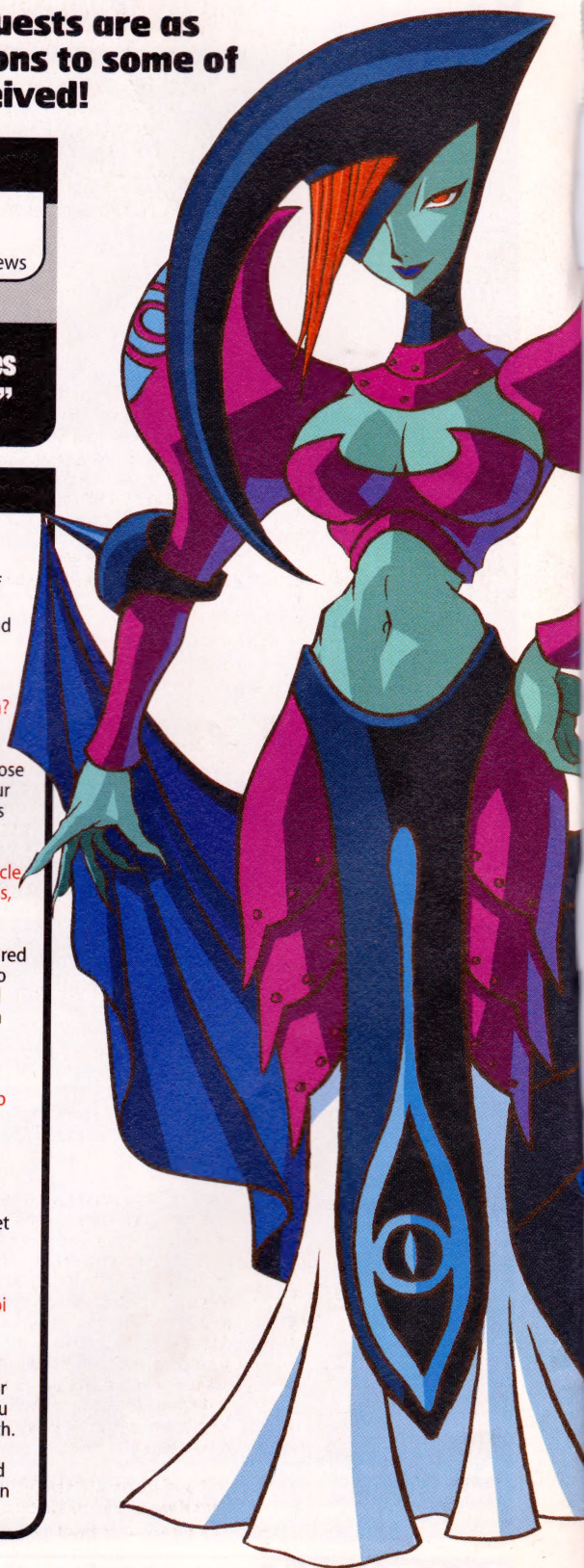
A Just as in the Wing Dungeon, this creature is vulnerable when his red face is exposed. Charge in and slice him at this time, then dive into the water with him and attack him there, too. He's very tough and you'll have to repeat this many times but you'll come out better in the end if your sword swinging skills are up to scratch.

Q In Oracle of Seasons I have come up against a beast called King Dodongo. He is immune to my sword attacks and I've even tried to blow him up, but nothing happens. What do I do?

A This monster's thick armour makes him invincible to outside attacks, but he hasn't got armour inside him has he? When he opens his mouth, quickly lob a bomb and it'll blow up inside him. Now while he's stunned, pick him up with your Power Bracelet and throw his bloated body onto the spikes in the middle of the room. Repeat this and you'll soon soften him up!

Q I have finally met up with the evil Veran, but I just cannot get Ambi to escape, so I can get on and win the battle. Please help!

A This can be tough! First put Ambi to sleep with Mystery Seeds and use your Switch Hook to pull Veran so you can smack her with your sword. After three hits Ambi will escape. Now in her Fairy form, you must swipe her whilst avoiding the evil Links, or kill them for health. Now she'll turn into one of three animals. For the Turtle, swipe her head when it is exposed. The bee flies in a set path, so be prepared to slice it down when it flies in near you. Finally, use a bomb to stun the spider and then use your sword to finish her off.



Ida

Brain bending puzzles



Q In the Wing Dungeon in Oracle of Ages, I have been confronted by a spinning cube creature but nothing I try harms him. How do I put this ugly creature out of action once and for all?

A The key to defeating this boss is all about timing. You must throw a Bomb into the opening on the top of the cube when his red face appears. However, if you time it wrong and drop in a bomb with any other face, he'll unleash a deadly attack on helpless Link. The red face is his only weak side. Four well timed bombs will see him off!

◀ Don't throw any bombs until the red face appears on the cube or it could be curtains for Link.

Q The Moonlit Grotto in Oracle of Ages is home to a nasty witch that I just cannot defeat! She always appears behind me and disappears when I turn round. Is there another way?

A Yes, of course there is! First of all, when the witch materialises behind you do not face her or she will flee! Get out your Seed Shooter and wait for her to appear. Quickly shoot the opposite wall and move out the way so it hits her on the rebound. She'll give up after six hits.

▶ Give the evil witch what she deserves with your Seed Shooter.

Q I'm at the end of Oracle of Seasons and stuck on the final battle with Ganon. Please help me whip his butt and restore peace to the land!

A The toughest thing about fighting Ganon is avoiding his lethal attacks. Nowhere in the arena is safe so you should memorise his attacks and ready yourself before they're launched. You can also use the Mirror Shield to deflect the energy balls he fires. It is best to use the Spinning Sword Attack to do the most damage as it is harder for him to dodge. Take every chance you get to charge in for an attack, then retreat before being hit. It'll be a long battle but you've got the skills to do it!

Q I had such a hard time in Jabu Jabu's belly in Oracle of Ages, and now I've entered the boss room I'm having even more trouble! None of my weapons have any effect on the enemy. Got any tricks?

A It just so happens we do! If your weapons don't work, use the enemy's attacks against him! Just wait for him to shoot at you, then use your Switch Hook to grapple him and switch places with him. His own fire will hit him causing a little damage. He'll be tamed after absorbing seven shots. Beware, do not use your Switch Hook when he generates electricity or you'll be fried in an instant! When you win, collect your Heart Piece.

▶ A useful piece of Heart will be yours if you defeat the evil boss.



Q I'm trying to defeat the boss in the last temple in Oracle of Ages, the Ancient Tomb, but he keeps changing his attacks. Could you tell me how to counter his tactics?

A No problem! The first attack is his throwing fists. Simply use your sword to hit them back at him. When he tries to grab you with his hands, throw bombs between them before they close and they will blow up. Now he'll use a shield. His weak spot is behind him so bounce seeds off the wall to hit his back. His last attack is with large metal balls. Grab one with your Power Glove then release it to collide with another ball, which will rebound and hit him. Just three of those will finish him off, so keep your wits about you and keep moving.



Tricky teasers

Every dungeon you explore will be packed full of puzzles. Some are a piece of cake, but others are near impossible!

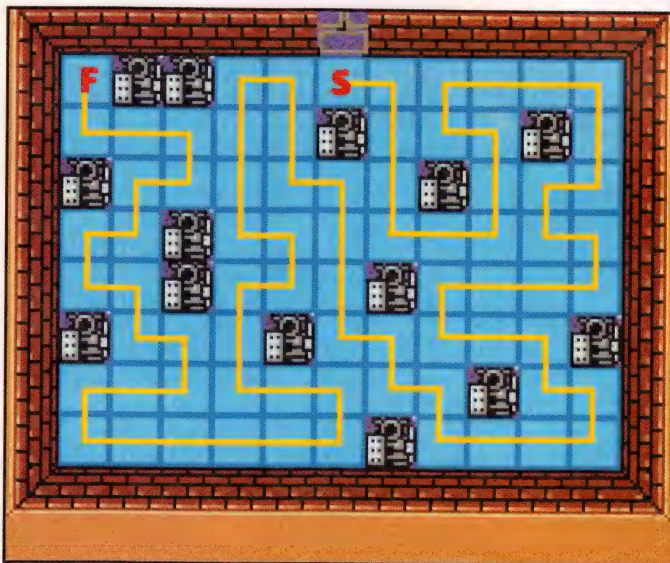
We have picked out a few of the most brain bending puzzles that we think might give you all problems and, to save you the trouble and frustration, solved them for you! You'll be catching up with Onox and Veran in no time at all!

Q I'm in the Skull Dungeon in Oracle of Ages and am stuck on the tile puzzle. I think a chest should appear in the centre of the room, but I have no idea how to get it. What am I supposed to do?

A You're right, a chest does appear containing the Switch Hook. To solve this puzzle you have to get to the square where the chest will appear, stepping on all the other tiles along the way. If you miss any squares you'll fail and you'll have to start again. Look at our picture to the right for the correct route!

Q I'm playing Oracle of Seasons and I have reached the Ancient Ruins but I cannot find the Boss Key! I'm enjoying the game but this is driving me crazy! Can you help?

A Don't fret! We can ease your frustration if you follow our directions. Use your Magic Boomerang to hit the moving Crystal Switch then go into the unlocked room and down the hole. Head right and ignite the torches and climb the new stairs that appear. Go right, collect the Red Ruby, then use the Pegasus Seeds and Roc's Feather to escape the room before being crushed and grab Key.



▲ Starting from the beginning (S), follow our yellow route around the room past the knights in shining armour to reach the finish (F). Follow it to the letter to get the chest.



▲ Both games are packed with weird creatures you can call upon. This is Moosh the bear and you can use his magical hovering skill in the awesome Oracle of Ages.

Q In Oracle of Ages I need to cross the bridge to Symmetry City but the workers are taking a break and I cannot get over the hole to them. Is there another way in?

A Nope! The only way to get to the lazy builders is over the holes but for this you need the help of Moosh the bear. Try to exit this area the way you came in and a fairy will stop you and tell you that a winged bear is lost in the forest. Go and help him and he'll give you a flute to summon him anytime, anywhere! Now go back to the half built bridge and use Moosh's hovering move to cross over and gather the builders.

Q I cannot get the Boss Key for the Skull Temple in Oracle of Ages. I know what room it's in but I can't get to the platform where the chest is located. Can you tell me how to get round the pots that stand in the way?

A We sure can! On entering, climb the stairs and jump the lava pit. Move the far bottom pots with your Power Bracelet then pull yourself to the pot on the right of the room with the Switch Hook. Push the pot north of the blue tower up one, go down and hook pot to the left then go to the far right. Hook the pot to the north and push nearby pot onto switch. Now hook to the pot near the chest to get across. Mission accomplished!

Perplexing puzzles

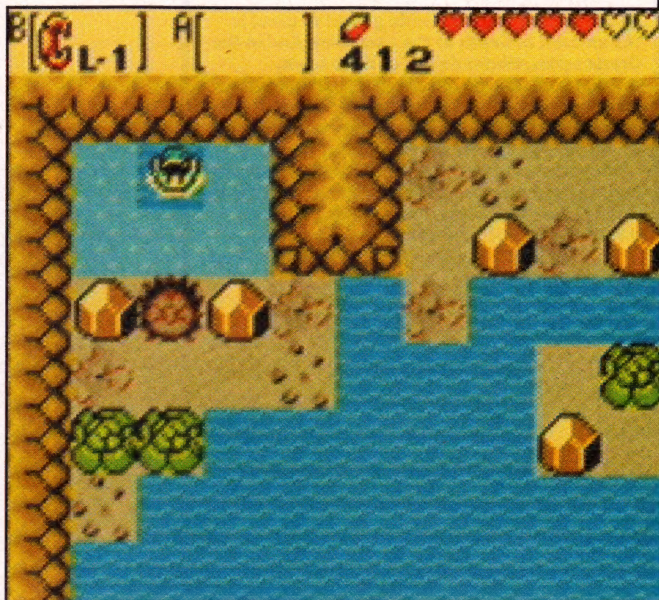
Q I'm stranded on Crescent Island and the Tokay have stolen my weapons! There is a shop that offers to trade back some items for Mystery Seeds but I can't find my Seed Sachet anywhere! Where could those mischievous Tokay lizards have hidden it?

A This part of the game is so annoying yet, so simple. Go to the Trading Shop and get your Power Bracelet and Flippers. Equip them both and go back to the cave where you found your Flippers. In the top left corner of this cave is a square of water. Dive under and you'll appear in a hidden cave where you'll find your Seed Sachet! Now go and get what's rightly yours!

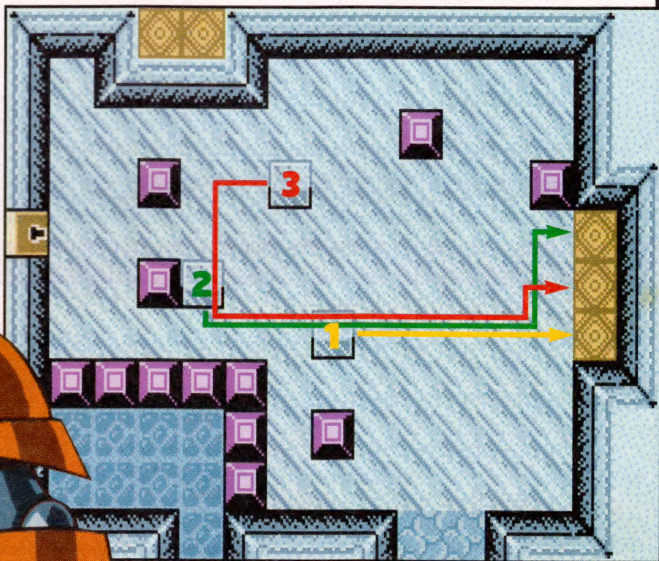
Q I'm in Mt. Cucco in Oracle of Seasons and I need to get the Dragon Key so that I can enter the Dancing Dragon Dungeon, but I can't figure out how to get it! Please help me so I can continue my adventure. It's driving me nuts!

A First you need the Spring Bananas for Moosh. Use the Blue Cucco north of where you see Moosh to get to higher platform. Enter cave and hit palm tree there for Bananas. Drop down twice and into cave. Ride moving platform and press switch to get the Magic Ring. Go back to Moosh and give him Bananas. Now fly him east to Snowy Goron Mountain then north over the gaps to pick up the Dragon Key!

► Easily one of the hardest puzzles to be found in Seasons, just follow our tip below to find out how to move the blocks on the ice.



▲ Those nasty Tokay have stolen your Seed Sachet, but retrieving it isn't as hard as it looks adventures. Just go back to the cave where you found your Flippers, dive into the water and you'll swim into a secret area where you'll find your lost item.

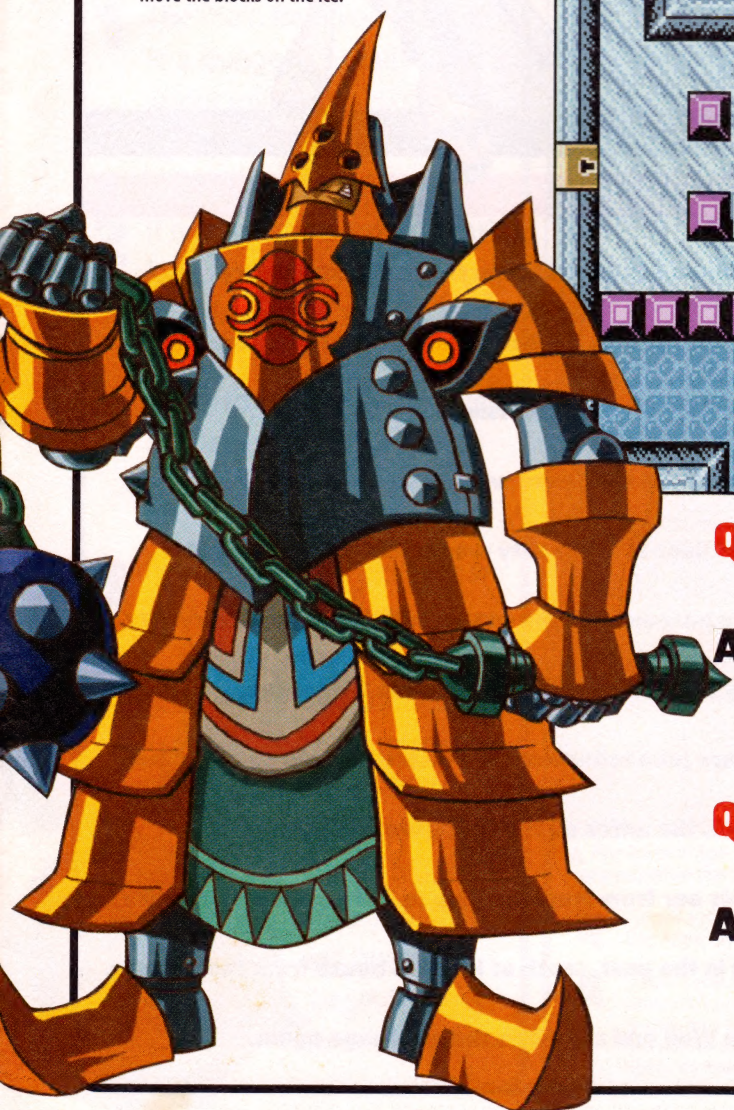


Q I'm in the Sword and Shield Dungeon in Oracle of Seasons, but I'm stuck on a puzzle in a room with an ice covered floor. How do I get those three blocks in the spaces to the right of the screen?

A This is a tricky one, but we've got the solution. First push the lower cube right. Now push the middle cube down, right, then up. Next up, push the upper cube left, down, right, then up to hit the cube you pushed previously. Now just shove both of those cubes right into place. You can use our picture above for extra help on this dungeon teaser.

Q I am in the Crown Dungeon in Oracle of Ages and I have got to a room that has holes in the floor but it's too dark to see! Do you know how I can get across without falling off?

A Your worries are over because we have got our own crafty way around this dark dilemma. To start with, make sure you've got a healthy supply of Seeds. Stand on the bottom right edge of the lit platform and use your Feather to jump right. Now feel your way around the narrow path by throwing Seeds in front of you! If a block appears in front of you there is floor, if it disappears it's a hole, so watch out!



General tips

What makes Legend of Zelda games so great is the amount of depth to the gameplay. And in the Oracle series, Nintendo has gone to town.

Aside from tackling complicated puzzles in huge, dark dungeons, and battling fearsome bosses, there are also sub quests and mini games to complete on your travels around the varied worlds.

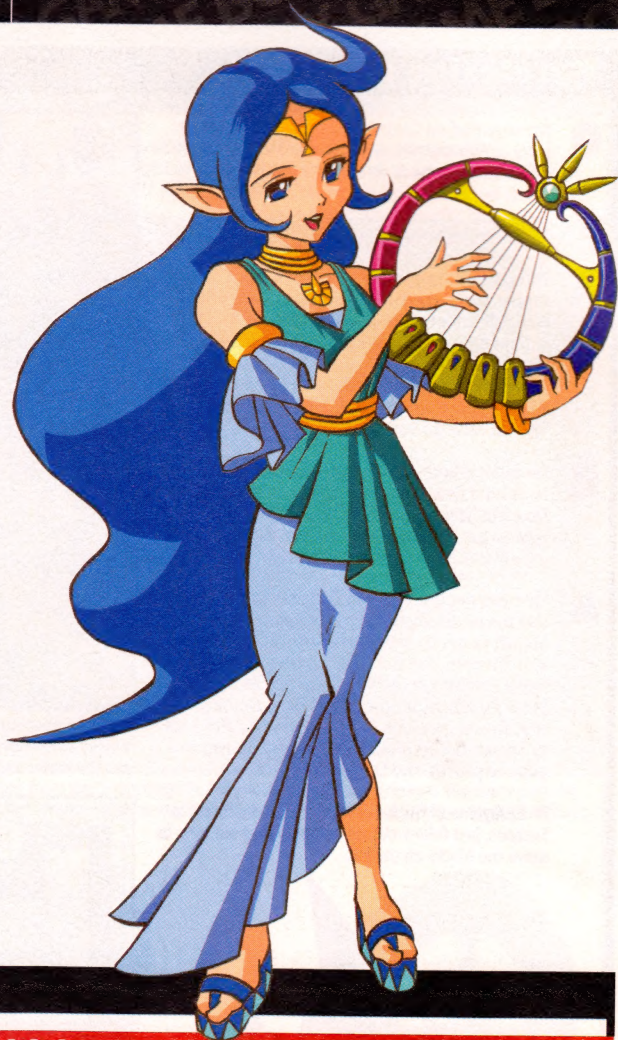
You can obtain many different items that could be useful to your quest, so it's essential that you explore. Some of the extra quests can be challenging but there's no need look any further for help...

Q I have heard that if you complete the huge trading sequence in Oracle of Ages, you'll get a weapon called the Noble Sword that is much stronger than my current blade. Can you please tell me where to take the many items that are in this trading spree?

A This trading sequence is absolutely huge and very complicated so we thought it would be best explained in a table. The first item you get is the Poe Clock. Lift the stone just outside the first dungeon, the Spirits Grave, and speak to the ghost three times. The whole sequence can only be completed once you have the Switch Hook from the Skull Dungeon.

Q In the shop in Lynna City in the Oracle of Ages, there is a room that I cannot get into. Can you reveal how to get in and what can be found?

A Sure! To get in, warp to the past and stand where the shop was in the present. Play the Tune of Currents to get into the gate. Now you can go inside, and down a floor to a room where you can buy a Level 2 Ring Box, a Heart Piece and a Gasha Seed. It's as simple as that!



Noble Sword trading chart

Item	What you do with it
Poe Clock	Give it to the Postman of Lynna Village to get the Stationary.
Stationary	Give the paper to the hand in the house east of the Postman's home.
Stink Bag	Take to the Tokay Chef on Crescent Island.
Tasty Meat	Head to the mask man in the house west of Lynna City.
Dog Mask	Mamamu Yan who lives in Lynna City wants this gift for her pet.
Dumbbell	Give to man in the basement of the centre building in Symmetry City.
Cheesy Moustache	Give this trick toy to the man in Lynna City who tells jokes.
Funny joke	Warp to past where joke teller from the future sits and cheer up boy.
Touching Book	Traded with Maple, the witch on the flying broomstick.
Magic Oar	You must steal this oar from Maple to give to Rafton for his raft race.
Sea Ukelele	Head to Old Zora in the past, south of Naryu's house from the present.
Broken Sword	Go to Restoration Wall and complete the challenge again.

General boss tactics



▲ Destroying the dungeon bosses is hard work, but find their weak spot and it will be very rewarding.

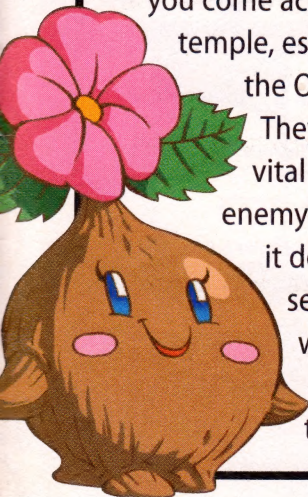
Q I love the mix of action and puzzling in Zelda games and each and every boss has a bit of both. Figuring out their weak spots get tougher and tougher. Do you have any tips to make it easier finding the right tactics?

A Actually, we have a few tips on what you should remember and what you should look out for as you prepare to fight a boss. You can easily find the weakness of any boss if you consider the following three points as you enter into battle:

1 The main item you pick up in a dungeon usually plays a major role in the clash against the dungeon boss.

2 If normal attacks don't work, look for any soft spots or openings such as eyes, limbs or open mouths. A boss tends to expose themselves as they open up for an attack. Strike quickly!

3 Remember any riddles that you come across in a temple, especially from the Owl Statues. They are normally vital clues to the enemy's weakness. If it doesn't make sense at first, it will once you begin fighting the evil boss.



Hints and tips

Q Whilst wandering around on the main playing field I came across a witch on a flying broomstick called Maple. She bumped into me and tried to steal the stuff that I dropped, then disappeared! Does she play any part in the storyline?

A Not really, but she is part of the huge trading sequence in Oracle of Ages that you need to complete for the Noble Sword. She pops up after every 30 enemies you kill. This is halved to 15 kills when wearing the Maple Ring. If you're lucky you can get goodies such as Rings, Gasha Seeds or even a Heart from her! If she drops something valuable, go for it quick before she does! Use Pegasus Seeds to beat her and, don't worry, you will never drop anything of importance.



▲ Whizzing around on her broomstick after you've killed 30 enemies is Maple the witch. Make sure you scramble for the more important goodies she drops!



▲ Play Oracle of Ages on your Game Boy Advance and you will be able to browse in a new emporium that only your GBA can unlock. Hmmm... wonder what's inside?

Q I heard a rumour that if I play my copy of Oracle of Ages on a Game Boy Advance, new features open up. Is this true?

A It sure is pal! For those of you that are lucky enough to own one of Nintendo's portable beauties, there are extras in the game that don't appear on a Game Boy Color. We don't know how many extras there are, but we do know that there is a shop in Oracle of Ages that only opens its doors when you play on a Game Boy Advance.

BLAG FEST

You've read the reviews, you've seen the screens and now you want the games. Well, fret not, because we've got a special Zelda Blag Fest this month.



Loadsa Link

If you want to get your hands on a copy of each of the new Zelda adventures, then get entering this special Blag Fest. We've managed to bag three pairs of Limited Edition Oracle titles to give away to you lucky lot. That's a copy of Oracle of Seasons and Oracle of Ages for three of you. To be in with a chance of winning, just answer this tough Legend of Zelda question...

Q Where is the Rod of Seasons hidden?

- (A) The Temple of Seasons
- (B) The Hall of Seasons
- (C) Link's Bedroom

The closing date for entries is 8 November.

How to win ►

- 1 Write your answer on a postcard or the back of a sealed down envelope.
- 2 On one side, write the answer to the compo, your name, age and home address.
- 3 On the other side, mark it with the compo name and our address:
Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP.
- 4 Lick a stamp, stick it on your entry and post it.